

In the Claims

1. (Currently Amended) A playing piece for a game comprising a multi-point figurine having portions defining at least ~~four~~six extremities spaced at least approximately equi-angularly from one another and at least approximately the same distance from a central point in the figurine and a central core and at least six spurs extending outwardly therefrom and terminating in the extremities, all of the extremities shaped to form an entire character of the figurine and allowing tripodal support of the figurine on a flat surface in different orientations.

2. (Original) The playing piece according to claim 1, wherein the figurine represents a human, a human-like character, a science fiction character, an animal, a mythical or make-believe character, a mythical creature, a cartoon character, or a cartoon creature.

3. (Original) The playing piece according to claim 1, wherein the figurine represents a body part or parts, a machine, an object or a vehicle.

Claims 4 - 6 (Cancelled)

7. (Currently Amended) The playing piece according to claim ~~[[4]]~~1, wherein the spurs extend substantially radially from the core and are arranged at at least approximately equal angles to each other to enable tripodal support in different orientations of the playing piece.

8. (Original) The playing piece according to claim 1, formed from at least two component parts.

9. (Cancelled)

10. (Previously Presented) The playing piece according to claim 15, wherein the parts are mutually rotatable.

11. (Original) The playing piece according to claim 1, made from metal, plastic material or a resilient material.

12. (Original) The playing piece according to claim 11, wherein the resilient material is rubber.

13. (Original) A set of playing pieces comprising a plurality of the playing pieces according to claim 1, wherein the playing pieces are of different figurines.

14. (Cancelled)

15. (Previously Presented) A playing piece for a game comprising a multi-point jack formed from at least two component parts that are movable between different mutual configurations and having portions defining at least four extremities based at least approximately equi-angularly from one another and at least approximately the same distance from a central point in the multi-point jack, the extremities allowing tripodal support of the multi-point jack on a flat surface in different orientations, wherein the playing piece is a figurine and at least some of the extremity-defining portions are differently shaped.

16. (Previously Presented) A set of playing pieces comprising a plurality of playing pieces, each playing piece comprising a playing piece for a game comprising a multi-point jack formed from at least two component parts that are movable between different mutual configurations and having portions defining at least four extremities based at least approximately equi-angularly from one another and at least approximately the same distance from a central point in the multi-point jack, the extremities allowing tripodal support of the multi-point jack on a flat surface in different orientations, wherein the playing piece is a figurine and at least some of the extremity-defining portions are differently shaped, wherein the playing pieces are of different figurines.

17. (Currently Amended) A playing piece for a game comprising a multi-point figurine having portions defining at least ~~four~~six extremities spaced at least approximately equi-angularly from one another and at least approximately the same distance from a central point in the figurine

and a central core and at least six spurs extending outwardly therefrom and terminating in the extremities, all of the extremities shaped to form an entire character of the figurine and allowing tripodal support of the figurine on a flat surface in all different orientations.